

TINHEAD: MUSIC AND SOUND EFFECTS BRIEF

Sega Megadrive Version

This document is broken down into six sections: Game Shell (front and back ends), Every Level (things that appear on all levels), Level One, Level Two, Level Three, Level Four. Each section is then broken down into two sub-sections: Music and Sound Effects.

Please only use the FM voices that the Megadrive has - i.e. no samples (we are worried about cartridge space and the processor time needed to play samples). I realise that many of the sound effects are going to be difficult to do without the aid of samples, but please just do your best.

The timings given in this document are based on the length of time graphics are displayed in a PAL version of the game. If you can try and compensate for NTSC speed-up when you're writing the tunes (i.e. split the difference in times between how long something would be displayed on PAL and NTSC versions), so that the graphics and sound don't go too badly out of sync in an NTSC version of the game.

Thanks very much, and happy modulating!

GAME SHELL

MUSIC

Sega Logo - 'Say-ga'

The traditional two-note accompaniment to the glistening Sega Logo graphic.

MicroProse Logo - 'Funky Labs'

The MicroProse Logo has a highlight which moves down its length. This should be accompanied by a short, fast, funkier version of the 'MPS Labs' theme tune - seven or so notes with a little tinkle on the end (listen to the Front End of any MPS US-produced game for the original version). The fast version of the tune should not last more than 2 seconds.

Tinhead Main Theme - 'Go, Tinhead, Go!'

Accompanies the title screen. A fast, cheerful techno-rave tune with a hummable melody, punctuated by cartoon sound effects ('sploing', 'parp', 'thrrrpt', 'woo-oo-oop!' - that last one's one of those Slide Whistle things!). The tune should total about a minute in length, with a short snappy intro bit (a bar at most), a verse bit and a chorus bit, and

should loop.

Level Intro Screen - 'Get Geared to Groove'

A short anticipatory tune, which is displayed with the screen that says 'LEVEL ONE: CRYSTAL WORLD: SECTOR ONE: PUSH START' or whatever. The tune could use a rising scale to build the excitement to fever pitch, and should be nine seconds long.

Level Outro Screen - 'Nice One, Tinhead'

This is the screen which totals up Tinhead's bonuses. The music should be slightly slower than the usual manic pace, as though Tinhead is resting on his laurels for a moment or two, but should also be celebratory, as the player will be congratulating themselves for completing a stage. The tune should be about twenty seconds long, and should come to a bit of a climax at the end.

Win Game Sequence - 'Hip-Hip-Hurrah for Tinhead'

When the player completes the game, an animated sequence is shown. The accompanying music should be a variation on the **Tinhead Main Theme**, but with a slower pace, and a celebratory, maybe almost orchestral feel, with lots of trumpeting fanfares (think of the big medal award scene at the end of the first *Star Wars* film. The music should be one minute long, and should loop.

SOUND EFFECTS

All Screens - Start Button Pressed

When the player presses <START> anywhere in the Intro or Outro, a chime sounds as positive feedback for the button press. Make the chime as lovely as possible, but short. This sound effect will also be used for the in-game pause.

Level Outro Screen - Score Barrels

On the Level Outro Screen, the player's points bonuses appear, and then decrement, simultaneously being added to the player's total score. This should be accompanied by a chiming, rapidly repeating tone, which goes up a few tones when the final point for the particular bonus is added to the total score. This is classic arcade/console game stuff, which is probably fairly familiar to you.



EVERY LEVEL



MUSIC

Death Tune - 'Nothin' but Nuts and Bolts'

Oh dear. Tinhead has blown up into a million bits (alright, seven bits). This tune should be sad ('Wa-wa-wa-waaaaaaa' - like in the cartoons) and should be two seconds long.

Game Over Tune - 'That's Yer Lot'

That's it. No more lives. Game Over, man. Reminiscent of the Warner Bros. 'That's all folks' tune. Four seconds long.

Goal Reached Tune- 'I'm Beaming Home'

A perky little fanfare-like refrain which will be played when Tinhead enters an End-of-Sector teleporter. Two seconds long.

SOUND EFFECTS

Cause	Effect	Continuous?
Jump	'sproing'	
Head Mounted Mortar Firing #1	'pow!'	
Head Mounted Mortar Firing #2	'pong!'	
Head Mounted Mortar Firing #3	'ping!'	
Mortar Bullet Explosion	'kblam'	

Change Weapon #1	sh-lak (pump action shotgun sound)	
Change Weapon #2	kl-ck	
Change Weapon #3	ch-lok	
Tinhead Crouch	'errrk' (a rusty pivot in Tinhead's back)	
Tinhead Teeter	'eek-erk-eek-erk' (squeaking hip joints - lower in pitch than the 'Tinhead Hit' squeak)	x

SOUND EFFECTS (contd.)

Cause	Effect	Continuous?
Sparkling Globe Points Pick-Up	A pleasant and interesting tinkling sound, reminiscent of a spray of released stars (has to be very good - the player will hear <i>a lot</i> of this effect).	
Egg Smash	'plink'	
Special Points Pick-Up	'br-ding!'	

One Mortar Bullet Pick-Up	'k-chk' (sound of round being pushed into clip)
Two Mortar Bullets Pick-Up	'k-k-chk' (sound of 2 rounds...)
Three Mortar Bullets Pick-Up	'k-k-k-chk' (sound of 3 rounds...)
Key Pick-up	'zing (zing-zing-zing)'
Collect End of Level Key	'zing-diddly-ding!'
Extra Life Pick-Up	'tan-ta-ra-ra!'
Battery Pick-Up	'bzzz-zing!'
Electric Spark Pick-Up	'bzzzzzzzzz-zip!'
Bonus Room Pick-Up	'woop-woop-woop-woop' (rising tones)
Wall/Ceiling Collision	'clonk'
Teleporter Activate	'vvvwooo-weee-wap (wap-

	wap)'
Tinhead Hit	'squeak!'
Tinhead Death	'kabooooom!'
Tinhead Shrapnel Bouncing	'djoining'
Pogo Jump	'b-jointing'

SOUND EFFECTS (contd.)

Cause	Effect	Continuous?
Rocket Pack Thrust	'vchrrrrrrrr'	x
Rocket Pack Idling	'vchsssssh'	x
Heli-Head Rotating	'chp-chp-chp-chp'	x
Unicycle Acceleration	'vrooo-oooo-ooooom' (motorbike noise)	x
Unicycle Skid	'skreeeeeeetch'	

Generic Explosion #1	Highest-pitched explosion
Generic Explosion #2	High-pitched explosion
Generic Explosion #3	Medium high explosion
Generic Explosion #4	Medium low explosion
Generic Explosion #5	Low-pitched explosion
Generic Explosion #6	Lowest-pitched explosion
Assorted 1 to 12	A dozen generic beeping, chiming, grinding sound effects



LEVEL ONE

MUSIC

The Level One music should be a fast paced, cheerful tune, in a similar style to the main theme music (hardcore rave meets Kylie Minogue) but with a different tune and without the cartoon sound effects. Emphasis should be placed on conveying a sense of urgency, and there should perhaps be echoes of 'chase scene' music. The piece of music should be two minutes long, and should loop.

The Level One End-of-Level Guardian music should be even faster than the level one music, using the same kinds of FM voices, and a menacing sounding, minor key version of the Level One melody. The tune should be one minute long, and should loop.

SOUND EFFECTS

Cause	Effect	Continuous?
Whizzing through pipe	'wooooooooooop!' (slowly rising tone)	x
Belisha Beacon Secret Points	'shatter - tinkle'	
Propellor Sound Effect	'chup-chup-chup...' (lower pitched version of Heli-Head Rotating)	
Rising on propeller gust sound effect	'whoooooosh'	x
Acid drip sound effect	'plip'	

Bouncer Enemy Fires Shot	'chnk' (metallic or crystalline sound)
UFO Enemy Fires Shot	'zzzing'
Extruder Enemy Rises Up	'woo-oo-oo!' (fast Slide Whistle)
Crystal Top Enemy Spins	'vweeeeeee'
Spiked Wheel Gripping on Grass	'scccruncch'

SOUND EFFECTS

Cause	Effect	Continuous?
Thing in a Bubble Flaps Wings	'flipf - flipf'	x
End of Level Guardian Lands Heavily	'ther-womp!'	
End of Level Guardian Fires	'chonk' (lower pitched version of Bouncer Enemy fires shot)	



LEVEL TWO

MUSIC

Level Two is set in a shiny, modern, blue and white tiled Space Port. The theme for this level should start out quite subdued and calm, a bit like airport muzak, with lots of soothing chords and fiddly rhythms. After a short while the music should suddenly break out into a foot-stomping, sh*t-kicking, manic and frantic techno tune, and continue in this vein for a while, before rising to a mighty climax and then looping back to the quieter section. The piece of music should be two minutes long, and should loop.

The Level Two End-of-Level Guardian music should be like the frantic part of the Level Two music, using the same kinds of FM voices, and a menacing sounding, minor key version of the level one melody. The tune should be one minute long, and should loop.

SOUND EFFECTS

Cause	Effect	Continuous?
Chimney Secret Points	'crunch - psshhh'	
Trampoline Bounce	'twoing'	
Catapult Elastic Stretch	'eeerk'	
Catapult Elastic Springs Back	'ft-chnggg-ng-ng'	
Laser Beam Projector Activates	'fjzzzzttchh'	
Widget Bumps Into Wall	'doink'	

Glider Swoops	'vwooosh'
Security Robot Jumps	'boing'
Security Robot Fires	'crump'
Blow Tank Fires	'plooop'
Homunculus Fires	'kabloooie'
End of Level Guardian Fires	'k-ka-blam!'
End of Level Guardian Bullet Screams	'waaaaaaaaarrgh'

LEVEL THREE

MUSIC

Level Three takes place in a cavernous, abandoned Star Hulk space cruiser, infested with all sorts of instellar weirdness. The music for this level should be weird and spooky and rather subdued, but should be toe-tapping enough to stay interesting. It should be interspersed from time to time with an unexpected 'splanng-g-g' (the grinding of distant metal girders or the rattling of pipes, or some other spine-chilling noise). The piece of music should be two minutes long, and should loop.

The Level Three End-of-Level Guardian music should have roughly the same melody as the Level Three music, using the same kinds of FM voices, but should be much faster and even more heart pounding. The tune should be one minute long and should loop.

SOUND EFFECTS

Cause	Effect	Continuous?
Hemisphere/ Hatch Secret Points	'bong-g-g'	
Switch Hit	'klik'	
Airlock Door Opening	'vweeeeee'	
Needle Laser Activates	'fjzzzzing'	
Anti Grav Platform	'wom-wom-wom' (low humming noise)	x
Extending Gantry	'jrrrrrrrrr'	x

Steel Compactor Hammer Strikes Floor	'blammm!'
Fluff/ Slavver Transformation	'squawk!'
Flying Pig Fires	'thrrrpt' (raspberry sound)
Blow Tank Fires	'plooop'
Homunculus Fires	'kabloooie'

SOUND EFFECTS (contd.)

Cause	Effect	Continuous?
Knackered Cleaning Droid Gets Agitated	'bleepy-bloopy-bleepy-bloopy'	
End of Level Guardian Head Retracts/ Extends	'vwooooo'	
End of Level Guardian Strikes Out With Pincers	'ptchow!'	



LEVEL FOUR

MUSIC

Level Four is set in a complex of ruined sandstone buildings on the surface of a jungle-covered planet. The music should be back to a fast-paced techno style, but should incorporate plenty of tribal drumming, South American pan-pipes and maybe some jungle sound effects (buzzing mosquitos and parrot squawks?). The piece of music should be two minutes long, and should loop.

The Level Four End-of-Level Guardian music should have savagely throbbing tribal drums, big thumping bass notes and a menacing version of the Level Four music melody. The tune should be one minute long and should loop.

SOUND EFFECTS

Cause	Effect	Continuous?
Blooming Flower Secret Points	'pop'	
Stairs Fold Flat	'klak'	
Spitting Head Spits	'phuuut'	
Snoring Head Snores	'ngggg-ffffeeewwww'	
Tubular Bell Chime #1	'bing' (high chime)	
Tubular Bell Chime #2	'beng' (medium chime)	

Tubular Bell Chime #3	'bong' (low chime)
Falling Jaguar Head Block	'screeeeee!'
Tiny Rex Takes A Hit	'thokkle' (rattling bones sound)
Terry Dactyl Drops An Egg	'weeee-ooo' (short falling bomb whistle)
Tri Tops Lands	'thodd' (heavy thudding sound)
Cosmic Pygmy Fires His Blow-pipe	'floooo' (low pan pipes sound)
The Gobba Blossom Spits a Shot	'floo' (high pan pipes sound)

SOUND EFFECTS (contd.)

Cause	Effect	Continuous?
End of Level Guardian Flaps Its Wings	'schlopp'	
End of Level Guardian Lays an Egg	'weeeee-ooooo' (long falling bomb whistle)	